



SQUARE ENIX.

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NINTENDO DS™

FINAL FANTASY THE 4 HEROES OF LIGHT™



SQUARE ENIX

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



Wireless DS
Multi-Card
Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



Rev-E

During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

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CHARACTER DESIGN: Akihiko Yoshida.

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Nintendo

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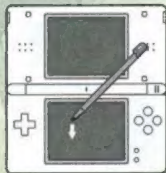


How to Use the Touch Screen

There are two methods of using the stylus.

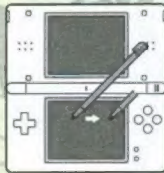
TOUCH

"Touching" is the term used to describe lightly touching the Touch Screen.



SLIDE

"Sliding" is the term used to describe keeping light contact on the Touch Screen as you track across it.



TOUCH SCREEN PRECAUTIONS

- Only the Nintendo DS stylus and other special implements specified in the game should be used on the Touch Screen.
- Use of a damaged stylus or other damaged implement should be avoided.
- Pushing or rubbing the Touch Screen with excessive force should be avoided.
- Fingernails should not be used on the Touch Screen.
- Please do not rub the upper screen with the stylus or any other implement.
- Keep objects such as sand, crumbs, food and liquids away from the Touch Screen.
- When using a protective sheet, be sure to read the instructions included with the sheet to avoid damaging the screen or creating air bubbles.

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*To find out how to save your game, please see "To end your adventure" (→P. 13).

Prologue

In the small kingdom of Horne, Brandt awakes on the morning of his fourteenth birthday. Today is the day he becomes an adult, and the custom of the realm says that he must go to the castle to present himself to the king.

Yet when he arrives at the castle he finds the king distraught and the youngest princess missing, abducted by the Witch of the North. With no one else to turn to, the king makes a shocking request: will Brandt save the princess?

And thus Brandt's adventure begins...

Eventually he is joined by three other brave young souls. Together they will experience a journey full of joyous meetings and sad partings.

Though at first they don't always see eye-to-eye, these four Heroes of Light will build bonds of trust and affection so strong that, in the end, they may even save the world.

This is the tale of their legendary quest.



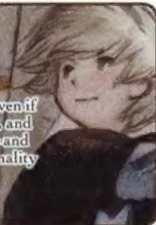


Characters



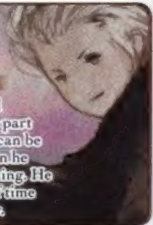
Brandt

Brandt is kindhearted, even if he is a bit scatterbrained, and has a great sense of right and wrong. His strong personality draws others to him, but some rebel against his pushy ways.



Jusqua

Jusqua is intellectual and realistic, and for the most part acts very mature. But he can be surprisingly childish when he doesn't want to do something. He has been spending a lot of time around the castle recently.



Yunita

Yunita is a female knight, stoic and loyal to the royal family. Her ability to stay alert and notice even the smallest details is impressive, but she tends to get overwrought and easily stressed.



Aire

Aire is a bright and cheerful princess of Horne. She loves to talk and she can cheer up even the gloomiest of gatherings, but only if she stops thinking of herself long enough to consider others.



Basic Controls

FINAL FANTASY: THE 4 HEROES OF LIGHT can be played using either the buttons or the Touch Screen on your Nintendo DS system.

Upper screen

L Button

- Rotate character model
(when the Items, Abilities, or Crowns menus are open)

+Control Pad

- Navigate menus
- Move
- Walk (while holding down B)

Lower screen (Touch Screen)

If you touch a place on the field map, you will move in that direction. You can also select things and touch icons using the Touch Screen.

*If you close your Nintendo DS while playing, it will enter sleep mode and reduce the drain on the battery. Sleep mode will end as soon as you open the Nintendo DS again.

Y Button

- Change what is displayed in the upper screen
- Organize your items (in the Items menu)

X Button

- Display the character menu
- Switch between characters
(when the Items, Abilities, or Crowns menus are open)
- Change between Auto Mode and regular mode
(on the battle screen)

R Button

- Rotate character model
(when the Items, Abilities, or Crowns menus are open)

A Button

- Confirm
- Talk/Examine

B Button

- Cancel

START

SELECT

Beginning and Ending Your Adventure

After confirming that your Nintendo DS system is switched OFF, insert the FINAL FANTASY: THE 4 HEROES OF LIGHT Game Card into the Game Card slot and press it down until it clicks into place.

- 1 Press the Power Button to turn the power ON and you should see a screen like that on the right.

Once you have read the start-up screen, touch the Touch Screen or press any button to continue.



- 2 On the DS menu, touch the FINAL FANTASY: THE 4 HEROES OF LIGHT panel or press the A Button to begin the game. The title screen should then load.

*The screen shown here illustrates what you will see on a Nintendo DS or DS Lite system.

*These steps won't be necessary if you have your Nintendo DS or DS Lite's start-up mode set to Auto.

- 3 Touch the Touch Screen or press any button to go to the Title Menu.

In this manual, screenshots of the upper screen are indicated by this icon (☐), and screenshots of the lower screen are indicated by this icon (☐).

To begin your adventure

If you wish to start a new game from the beginning of the story, select New Game in the Title Menu. You can select the default character name, or enter a new one of your own choosing. (Names can be no longer than eight letters.)

If you would like to continue with a game that you have already begun, select Continue Story on the Title Menu.



To end your adventure

When you would like to finish playing, talk to the Adventurer, who you will find in towns and dungeons. He will help you to save your progress, and then you can turn your Nintendo DS power OFF. Be careful, though, as every time you save you will overwrite the previous save data. Once overwritten, it is gone forever!



Exploring Your New World

You start your adventure by exploring the world and gathering information. During the course of your travels you will encounter foes and monsters. These are rarely friendly, so you need to be prepared to do battle (→P. 22)!

How to read the field map

This screen is central to your adventure. You will be able to see more and more of the map as your story progresses.

Map

Your position on the map is marked with the face of your lead character.

Status / Map

Touch this icon to switch between the map and the character status screens on the upper screen.



Status



Menu

Touch this icon to display the Character Menu (→P. 18).

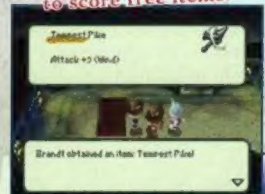
Talking to people and examining objects

You can talk to other characters and examine treasure boxes and other objects of interest by approaching them and pressing the A Button or touching them with the stylus.

Talk to people in the village to gather info and hints!



Examine treasure boxes to score free items!



About the passage of time

When you are moving on the field map, you'll find that time flows just as it does in our world, from morning to afternoon and finally to evening and then night. Some stores may open or close depending on the time of day. It's a good idea to visit places at different times—you never know what you may discover.



Shops in towns

There are a variety of shops and services in towns that will help you during your journey.

Shops

At different shops you can buy weapons, items, magic spells, and more. Plus you can pick up some extra cash by selling equipment, items, or gems you no longer need (→P. 25).



Storage Shops

Here you can deposit items for safekeeping or withdraw items that you previously deposited.



There's a limit to how many items you can carry! If your hands are full, sell the surplus or place it in storage.



Inns

Inns are great places to recuperate and recover. Simply pay for one night's stay to restore all your HP and AP (→P. 24) and cure any status ailments you may be suffering from (→P. 23).

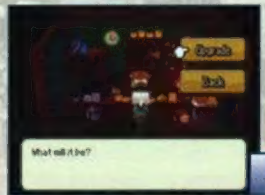


A night in bed at Brandt's house is just as recuperative, and doesn't cost a gil!



Upgrade Shops

You can upgrade your weapons and armor by using the gems you collect from slain monsters. (→P. 25).



Checking on Your Party

Press the X button or touch the MENU icon while on the field map to check on your party members' status and prepare for your next adventure.

Select the menu

Tap on a character's icon or press down on the +Control Pad to access the Items menu, the Abilities menu (→P. 20), and the Crowns menu (→P. 21). You can open one of these menus or switch the order of your characters by selecting another character's icon.

*More and more crowns will become available as the story progresses.



Character icons

Current gil

Your treasure box

Menu

Come here to view and use important story items!

Items menu

From the Items menu you can use or equip the items that you are carrying. You can also give items to other party members or discard stuff you no longer need.

Level

Current HP
Max HP

AP (→P. 24)

Experience points
needed to level up

Character stats

As you level up, these will also increase.

Current equipment

Current items

You can select items to use or equip.



About magic books

If you carry magic books like Cure, you can select them in the Items menu and use the spell any time. The only catch is that you need to have enough AP to cast the spell!

Abilities menu

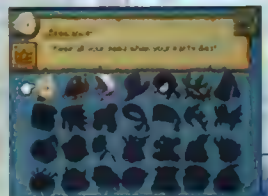
You must set up crown abilities and magic book spells with the Abilities menu if you want to use them in battle (→P. 22). First select an empty ability panel and then choose the spell or ability you wish to set up.

To replace a spell or ability, simply select the spell or ability you want to replace and then choose a new one to put in that panel. To delete a spell or ability, select a blank panel as the replacement.



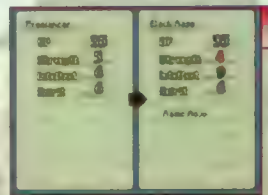
Crowns menu

Crowns enable you to take on different jobs. Tired of being a White Mage? Then simply switch to another crown and presto, you become a Bandit, or a Paladin, or an Alchemist! Each job grants unique abilities that you can set up in the Abilities menu and use in battle.



Changing Crowns

You can change crowns whenever you like. When you do, the abilities and spells that you had previously set up will all be removed, so don't forget to reconfigure them in the Abilities menu.



Enhancing Crowns

You can enhance your crowns with gems (→P. 25). Enhanced crowns grant the wearer new, more powerful abilities.

Battling Foes

You will encounter many foes in your adventure, and that's when you'll need to know how to fight. You will have to use equipped weapons and magic spells if you want to emerge victorious from every battle!

How to read the battle screen

When you enter a battle, the following screen will appear.



Auto Mode

The Auto Mode icon will be displayed here when you have enabled Auto Mode. This means that once you choose an action for each of your characters, they will keep repeating that action until you exit Auto Mode. Turn Auto Mode on and off by pressing the X button.

Auto Mode

AP will be expended whenever you choose any action other than Boost.

Basic actions

Attack: Attack with a weapon or your bare hands.

Boost: Defend against physical attacks and gain AP.

Item: Use an item.

Abilities

These are the abilities and spells you have set up in your ability panels.

The rules of battle

For each character, you will select one of the three basic actions or one of their set abilities. Any action other than Boost will consume AP. The target of your actions, whether helpful or harmful, will be selected automatically.

If all of your party members are KO'd, it's game over. When that happens, you lose some of your gems—so be careful!



Winning battles

Victory is yours when you have slain all the foes on the screen. If you receive an item, you will need to decide which of your characters will carry it. Any items that cannot be distributed among your characters will be lost, so try to keep some item slots open all the time.



Status effects

When your party members are hit by a foe's special attack, they may suffer from harmful status effects. These can be cured by using items or magic or by staying overnight at an inn. Some status effects will also be cured naturally over time.

What is AP?

AP stands for Action Points. These are consumed when you attack or use an ability or item. You can regain AP by selecting Boost, but you can never accumulate more than 5 AP.

*AP is fully restored when you stay overnight in an inn or after your whole party is KO'd.

Current AP

Consumed AP

The number of Action Points consumed varies depending on the action.



Getting psyched

Your characters' enthusiasm can vary during battles. When they get psyched up, they will be surrounded by a yellow aura and their character stats will get a temporary boost. However, when they start to feel down, they will be surrounded by a blue aura and their stats will drop lower than usual.



About gems

When you win a battle (→P. 23), your foes may leave behind various gems. There are various types of gems, but they can all be sold to make money, used to enhance your crowns (→P. 21), or spent upgrading weapons and armor.



Enhancing crowns and upgrading equipment

Crowns, weapons, and armor can all be fitted with gems to make them stronger. To enhance a crown or upgrade a weapon or piece of armor, just place the correct gems into the slots that match their shape. If you can fill all the empty holes, your equipment or crown will get a level boost!



When you wish to level up your crowns, select Crowns under the character menu, then select Enhance.



When you wish to upgrade your weapons or armor, just visit the Upgrade Shop and select Upgrade.

A Crown for Every Occasion

As you progress through the story, your characters will acquire a variety of different crowns. Here are just some of the crowns you can obtain:



Freelancer

If your entire party dies, you won't lose any gems (→P. 26)

Abilities

None



Wayfarer

Can use recovery items to greater effect

Abilities

Runaway	Allows you to run from a battle
Escape	Guaranteed escape from a battle (except for bosses)
Recovery	Regenerate your own HP during battles



White Mage

Skilled at white magic (healing magic)

Abilities

Healthgiver	Healing magic affects all party members
Lifegiver	Healing magic is more powerful and affects all party members
Hide	Prevents foes from targeting you



Black Mage

Skilled at black magic (offensive magic)

Abilities

Magic Mojo	Black magic spells become more effective
Spell Focus	Black magic spells become significantly more effective
Mirror	Magic cast on your party will be reflected at your foes





Bandit

Higher-quality items are dropped by your foes

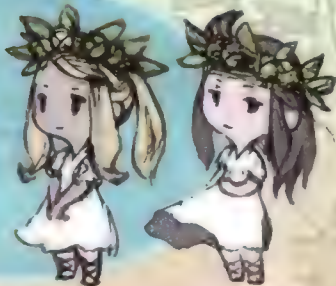
Abilities	
Steal	Try to steal an item from your foe
Plunder	Try to steal items from all of your foes
Deadly Blow	Possibly defeat a foe with a single blow



Bard

Skilled at using music as a weapon

Abilities	
Ditty	Raise the party's attack power through song
Motet	Raise the party's defenses through song
Aria	Raise all of the party's character stats through song



Merchant

Greater chance of acquiring gems from foes

Abilities	
Finder	May allow you to find gems during battle
Keeper	Makes it more likely that you will find gems during battle
Ransom	Pay out your damage in gil and your HP won't be touched



Salve-maker

Can use items without consuming any AP

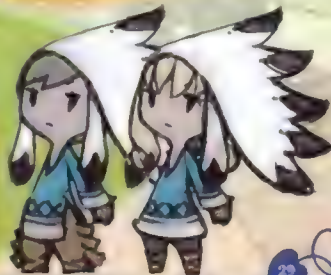
Abilities	
Dispensary	Even if you use recovery items, your stock won't be affected
Healthcare	Recovery items will affect all party members
Poison Pill	Recovery items will become poisonous and damage your foes



Elementalist

Elemental damage received is halved

Abilities	
Aura	Raises the effectiveness of elemental attacks
Mystic Aura	Significantly raises the effectiveness of elemental attacks
Mysterio	Raises all party members' resistance to elemental attacks





Ranger

Skilled at using a bow to attack



Abilities	
Target	An attack that never misses
Snipe	A mighty attack that never misses
Covering Fire	Inflicts heavy damage on all foes at the beginning of the next turn



Fighter

Skilled at attacking with bare fists

Abilities	
Combat	Increased chance of landing a critical blow on the foe
Jugular	Guarantees a critical blow
Chakra	Doubles your maximum HP during battle



Scholar

Skilled at using magic books in battle



Abilities	
Quell	Lowers all foes' attack power
Subdue	Lowers all foes' defenses
Restrain	Slows all foes' actions

About elements

Weapons and magic can be associated with certain elements, such as fire or water. You will discover that some foes are more vulnerable to certain elements, and you can exploit these vulnerabilities to deliver greater damage than usual. On the other hand, if you attack foes with weapons or magic of the same element that they are resistant to, your attacks will be ineffective and you will deliver less damage than usual.

Playing Together With Friends

You can explore the world of FINAL FANTASY: THE 4 HEROES OF LIGHT together with friends by using the wireless capabilities of your Nintendo DS. Why not try earning some Battle Points while enjoying the adventure with your pals?

How to begin multiplayer mode

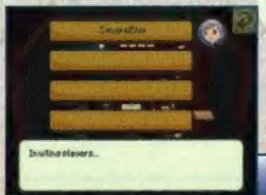
Talk to the shop owner at any Wireless Hub () and select Wireless. In multiplayer mode, you can play with up to three other friends. You will be asked to save your single-player game before you enter multiplayer mode.



Inviting

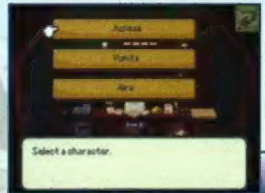
When you wish to host your friends in your world, select Invite and wait for the other players to join you. When enough players have gathered, you are free to start your multiplayer adventure!

• You cannot invite others to play with you when you only have one member in your party.



Joining

When you would like to join your friends in their own game worlds, select Join. Find the name of the friend you want to join and choose the character you'd like to play as.



When you want to end multiplayer mode, just go back to the Wireless Hub and choose Disconnect!



Collect Battle Points and exchange them for items!

You will collect Battle Points when you play together with your friends in multiplayer mode. You can exchange these Battle Points for all kinds of great items by selecting Prizes at a Wireless Hub, located in each of the towns.



Using DS Wireless Communications

■ What you will need:



- ❑ Nintendo DS, Nintendo DS Lite, Nintendo DSi, or Nintendo DSi XL.
..... The same number of devices as people who will play (up to 4)
- ❑ FINAL FANTASY: THE 4 HEROES OF LIGHT Game Cards
..... The same number of cards as people who will play (up to 4)

How to connect wirelessly

- 1 For each Nintendo DS system, check that the power is turned OFF, and then insert the Game Card.
- 2 Turn each DS system's power ON. The DS Menu Screen will be displayed.
- 3 Touch the FINAL FANTASY: THE 4 HEROES OF LIGHT panel.
- 4 See P. 35 for further instructions on using these features.

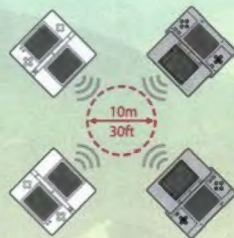
Wireless Communication Guidelines

Please note the following points regarding wireless communications:

- ❑ The  displayed on the Nintendo DS Menu screen or the game menu is the Nintendo DS Wireless Icon. Choosing a menu option with a Nintendo DS Wireless Icon activates the wireless communications mode. Never activate this mode in areas where wireless communications are prohibited (such as on airplanes, in hospitals, on trains or on buses).
- ❑ The  displayed on-screen while wireless communications are in operation indicates the strength of the wireless signal. The icon has four modes depending on the signal strength, as shown below. The stronger the signal is, the more stable the wireless communications will be.

				
No. of Bars	0	1	2	3
Strength	Weaker ← → Stronger			

When the wireless communications mode is active, the power light will flash at a different speed.



For the best wireless communications performance, please note the following:

- All Nintendo DS systems should be within 30 feet of each other, or at a distance where the signal strength icon shows two or more bars.
- The Nintendo DS systems should face each other as directly as possible.
- Avoid having people or other obstructions between the Nintendo DS systems.
- Avoid interference from other devices. If communication seems to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.

The newest KINGDOM HEARTS adventure coming soon to the Nintendo DS™!



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Square Enix, Inc. ("SEI") warrants to the original purchaser of the enclosed product (the "Product") that the media containing the Product (which includes any replacement media provided under this warranty) will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase (the "Warranty Period"). SEI's entire liability and your exclusive remedy under this limited warranty shall be, at SEI's option, repair or replacement, without charge, of the whole or affected portion of any Product that proves to be defective in material or workmanship during the Warranty Period.

EXCLUSIONS FROM WARRANTY

This warranty applies only to defects in factory materials and factory workmanship. Any condition caused by abuse, unreasonable use, mistreatment, neglect, accident, improper operation, destruction or alteration, or repair or maintenance attempted by anyone other than SEI is not a defect covered by this warranty. Parts and materials subject to wear and tear in normal usage are not covered by this warranty.

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HOW TO OBTAIN WARRANTY SERVICE

To obtain warranty service, please send the defective Product, together with a copy of your original sales receipt, your return address, name and telephone number, should contact be necessary, and a brief note describing the defect to SEI at the following address: Square Enix, Inc., Customer Warranty, 999 N. Sepulveda Blvd 3rd Floor, El Segundo, CA, 90245.

THE DEFECTIVE PRODUCT MUST BE POSTMARKED WITHIN NINETY (90) DAYS FROM THE DATE OF PURCHASE. PROOF OF PURCHASE IN THE FORM OF A DATED RECEIPT MUST BE INCLUDED TO OBTAIN WARRANTY SERVICE.

The shipping costs for sending the defective Product to SEI is a sole responsibility of the Customer. SEI will not be liable for any damage or loss that occurs during shipping. To minimize loss during shipping, you may opt to use a tracking method when shipping.

If you have warranty questions, you can also contact our Customer Warranty department at (310) 846-0345 during its hours of operation, Monday – Friday, 9:00 am – 6:00 pm, Pacific Standard Time.

For customer support and technical support questions, please call (310) 846-0345 during the following hours of operation:
Monday – Friday, 9:00 am – 6:00 pm, Pacific Standard Time. FOR INFORMATION AND SERVICES BY SQUARE ENIX, INC., GO TO
WWW.SQUARE-ENIX.COM

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